

Claim Amendments

1. (original) A method for allowing objects in a first programming language to communicate with objects in a second programming language, comprising:
 - a) receiving metadata information from a server running said second programming language on a client running said first programming language;
 - b) generating proxies for said first programming language from said metadata information, using a development tool for said first programming language, wherein said proxies are generated by a one-to-one mapping of classes from said second programming language to said first programming language; and
 - c) implementing said proxies on said client, wherein said method is provided solely in said first programming language and said client does not require any components from said second programming language.
2. (Original) The method according to claim 1, including an additional step d) using said proxies to enable bi-directional communication between said client and said server.
3. (Currently amended) The method according to claim 1, wherein said first programming language is a JAVA cross platform programming language and said second programming language is common language runtime (CLR).
4. (Currently amended) The method according to claim 1, wherein said first programming language is a .Net Remoting programming

language and said second programming language is a JAVA cross platform programming language Java.

5. (Original) The method according to claim 1, wherein said client and said server communicate using SOAP formatted messages.

6. (Original) The method according to claim 1, wherein said client and said server communicate using binary formatted messages.

7. (Original) The method according to claim 1, including the additional step of passing said proxies to a runtime tool using said first programming language.

8. (Original) The method according to claim 7, wherein said runtime tool is capable of operating independently of said development tool.

9. (Currently amended) A system enabling bi-directional communication using .Net Remoting protocol between JAVA objects in a JAVA virtual machine environment and .Net assemblies objects in a common language runtime (CLR) environment, comprising:

(a) a computer network;

(b) a JVM computer having random access memory (RAM) and at least one of hard disk storage memory (HDS) and solid state storage memory (SSSM), said computer having a JAVA Virtual Machine (JVM) environment and JAVA objects in one of said HDS and SSSM, said JVM computer coupled to said computer network;

(c) a CLR computer having random access memory (RAM)
and at least one of hard disk storage memory (HDS) and
solid state storage memory (SSSM), said computer having a
CLR environment and .Net assemblies in one of said HDS
and SSSM, said CLR computer coupled to said network;

(d) a JAVA development computer with a RAM, and one of
HDS and SSSM, said JAVA development computer having a JVM
environment and a JAVA-based tool in one of said HDS or
SSSM, said JAVA development computer coupled to said
network, wherein said JAVA-based tool is used, during
development, to select .Net assemblies running on CLR
computers), wherein

(i) said JAVA-based tool being used during
development to select .Net assemblies running on
said CLR computer on said computer network and to
generate a corresponding set of JAVA proxies;
and

(ii) said JAVA proxies are copied onto said JVM
computer and are operative to allow said JAVA
objects to communicate with selected .Net
assemblies on said CLR computer;

(e) a CLR development computer having memory
comprising RAM, and one of HDS and SSSM, and having a CLR

environment in said memory, said CLR development computer coupled to said computer network, and having
a CLR-based tool in said memory operative during
development to select specified JAVA objects on
said JVM computer over said computer network and
to generate a corresponding set of CLR proxies,
wherein said CLR proxies are copied onto said CLR
computer and are operative to allow said CLR
objects to communicate with said specified JAVA
objects on said JVM computer

~~A computer program, comprising:~~

- ~~(a) a tool for specifying .Net assemblies and generating corresponding JAVA proxies; and~~
- ~~(b) a tool for specifying JAVA classes and generating corresponding .Net proxies;~~

~~wherein said computer program is designed to allow bi-directional communication between objects in JAVA and objects in .Net framework using .Net Remoting.~~

10. (Currently amended) The ~~system computer program~~ of claim 9, further comprising a JAVA cross platform programming language Java-based runtime tool stored on said one computer for handling said JAVA Java proxies and said .Net proxies.

11. (Currently amended) The ~~system computer program~~ of claim 10, wherein said JAVA cross platform programming language Java-based runtime tool is capable of operating independently of said JAVA

cross platform programming language Java-based tools for
generating JAVA Java and .Net proxies.